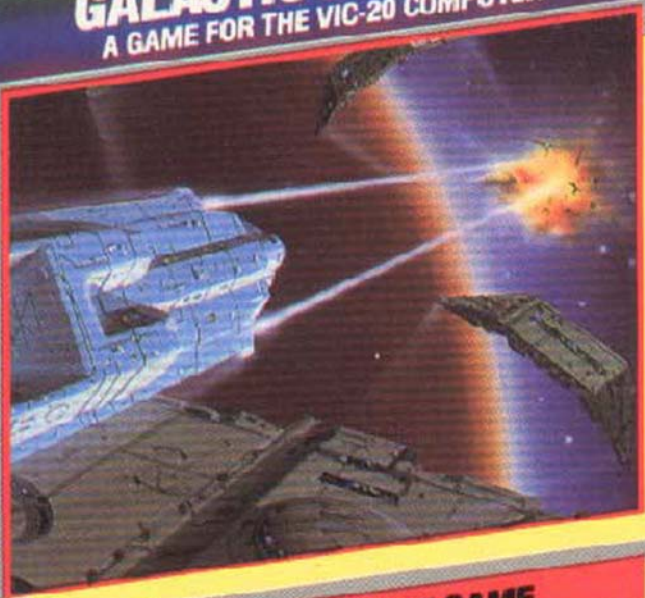


**COMPUTER
CLASSICS**

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CLASSICS**

GALACTIC DEFENDER

A GAME FOR THE VIC-20 COMPUTER



UNIVERSAL COMBAT GAME

GALACTIC DEFENDER

GALACTIC DEFENDER

A force of invaders are dropping on you from above. Your mission is to destroy them as they descend. If you don't succeed in zapping them fast enough they increase their speed of attack, until they overwhelm your ship. Here they come — start shooting.

LOADING THE PROGRAM

To load the program into your computer, first make sure that the heads on your cassette deck are clean and demagnetised, then simply follow this procedure:—

(a) Switch on the computer, insert the cassette and rewind the tape if necessary. Make sure that the datasette is as far as possible from the computer, TV or monitor.

(b) Hold down the 'SHIFT' key, and press the 'RUN/STOP' key. You will be asked to 'PRESS PLAY ON TAPE'. Having done this, the program will automatically load and run. If the screen displays '?LOAD ERROR', or the tape rolls through to the end of the cassette without anything happening, then switch off the computer, switch on and try again. If this does not work, then turn over the cassette and go back to step (a) above.

In the unlikely event that you cannot get any copy to load, return the tape to Computer Classics for a free replacement.

PLAYING INSTRUCTIONS FOR GALACTIC DEFENDER

Keyboard control or joystick.

Press fire to start game.

> Key	= Left
< Key	= Right
Shift Key	= Fire

LIMITED WARRANTY Computer Classics warrants the medium containing this programme to be free of defects and to be readable by a properly functioning appropriate computer system for a period of 90 days from date of purchase. It, within that time, the programme becomes unreadable due to defects in the medium Computer Classics will replace it, free of charge if it is returned to Computer Classics along with proof of purchase. Computer Classics shall not be responsible for any other warranties, expressed or implied excepting those necessarily implied under any legislation, including, but not limited to, the implied warranties of merchantability and fitness for the purpose which they are supplied.

In no event will Computer Classics be liable for consequential damages even if notice has been given of the possibility of such damage.

If for any reason your cassette should fail at a later date send it back with 24 for replacement.

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